

**(57) ABSTRACT**

Present invention teaches a method and a system for enhanced visibility test in three-dimensional computer graphics. In the invention two separate visibility tests (22, 25) are applied. The visibility tests harness a Z-buffer (21). First test (22) is applied directly after geometry processing (20). After first test the occlusion information of the primitives is computed and stored to an occlusion buffer (24). The occlusion cache (24) may be compressed. The second visibility test (25) is applied for buffered primitives. Visible primitives are rasterized and moved to the frame buffer. The content of the frame buffer is displayed on the screen.

**(FIG. 2)**